

AMENDMENTS TO THE CLAIMS:

Without prejudice, the following listing of claims will replace all prior versions, and listings, of claims in the application.

LISTING OF CLAIMS:

1. (Currently amended) A system for playing a wagering game, comprising:
a wireless gaming device comprising an identification code, entry apparatus for entering wagering information by a player, and a transmitter transmitting the player's wager information and the identification code in an encrypted form;
a receiver ~~for~~ receiving the identification code and the wagering information transmitted by the transmitter of the wireless gaming device, ~~the receiver polling the wireless gaming device to determine whether the player has entered wagering information to be transmitted to the receiver;~~
a processor in communication with the receiver, the processor decrypting the encrypted wager information and identification code received by the receiver.
2. (Currently amended) The system of claim 1 wherein the receiver periodically polls the wireless gaming device to determine whether the player has entered wagering information to be transmitted to the receiver.
3. (Original) The system of claim 1 wherein the wagering information relates to a wager request.
4. (Original) The system of claim 1 wherein the wagering information includes a command.
5. (Original) The system of claim 1 wherein the wagering information includes data.
6. (Original) The system of claim 1 wherein the wagering information comprises a string of characters.
7. (Original) The system of claim 6 wherein the characters 2 are hexademical digits.

8. (Original) The system of claim 1 wherein the wireless gaming device is a hand-held device.
9. (Original) The system of claim 1 wherein the entry apparatus comprises keys.
10. (Original) The system of claim 1 wherein the entry apparatus comprises a smart card reader.
11. (Original) The system of claim 1 wherein the wireless gaming device further comprises a wager amount register.
12. (Original) The system of claim 1 wherein the wireless gaming device further comprises an account balance register.
13. (Original) The system of claim 1 wherein the wireless gaming device further comprises a liquid crystal display.
14. (Original) The system of claim 1 wherein the wireless gaming device further comprises a bicolored light emitting diode to indicate separately that the wagering information has been entered by the player and that the wagering information has been transmitted by the transmitter.
15. (Original) The system of claim 1 wherein the transmission is by radio frequency signals.
16. (Original) The system of claim 1 wherein the transmission is by infrared signals.
17. (Original) The system of claim 1 ~~further comprising a processor in communication with the receiver for processing~~ wherein the processor processes the wagering information transmitted by the wireless gaming device based on the identification code.
18. (Currently amended) The system of claim 17 further comprising: ~~wherein the processor further comprises~~ a database for storing an account of the player, the database accessible to the processor.

19. (Currently amended) The system of claim 1 wherein the wireless gaming device further comprises an electronically programmable read only memory ~~for~~ storing an identifier corresponding to the identification code.

20. (Currently amended) The system of claim 1 further comprising an encryption key stored on the wireless gaming device to encrypt the identification code and the wagering information prior to transmission ~~and to decrypt the identification code and the wagering information after being received by the receiver.~~

21. (Currently amended) A method of playing a wagering game using a wireless gaming device, comprising:

providing the wireless gaming device comprising ~~an identification code~~, entry apparatus for entering wagering information by a player, and a transmitter, and an identification code stored on the wireless gaming device;

entering the wagering information into the entry apparatus;

~~polling the wireless gaming device to determine whether the player has entered wagering information to be transmitted by the transmitter; and~~

transmitting the identification code and the wagering information in an encrypted form;

receiving the transmitted identification code and wager information; and

decrypting the transmitted identification code and wager information.

22. (Currently amended) The method of claim 21, ~~wherein the wireless gaming device is polled periodically~~ further comprising:

periodically polling the wireless gaming device to determine whether the player has entered wager information.

23. (Original) The method of claim 21 further comprising displaying the wagering information on the wireless gaming device.

24. (Original) The method of claim 21 wherein the identification code and the wagering information are transmitted by radio frequency signals.

25. (Original) The method of claim 21 wherein the identification code and the wagering information are transmitted by infrared signals.
26. (Original) The method of claim 21 further comprising processing the wagering information transmitted by the wireless gaming device based on the identification code.
27. (Original) The method of claim 21 further comprising encrypting the identification code and the wagering information prior to transmission.
28. (Currently amended) A wireless gaming device for transmitting wagering information to a receiver, comprising:
- a memory ~~for~~ storing an identification code;
 - an entry apparatus for entering the receiving wagering information from a player;
 - a processor in communication with the memory and the entry apparatus, the processor receiving the wagering information from the entry apparatus and encrypting the identification code and wagering information;
 - a transmitter ~~for receiving the encrypted identification code and wagering information from the processor and~~ converting the identification code and the wagering information into a signal for wireless transmission to the receiver, the transmitter transmitting the signal when the receiver polls the wireless gaming device to determine that the wagering information has entered.
29. (Original) The wireless gaming device of claim 28 wherein the wireless gaming device is periodically polled by the receiver.
30. (Original) The wireless gaming device of claim 28 wherein the identification code is stored in the memory in a digital format.
31. (Original) The wireless gaming device of claim 28 wherein the wireless gaming device is a hand-held device.
32. (Original) The wireless gaming device of claim 28 wherein the entry apparatus comprises keys.

33. (Original) The wireless gaming device of claim 28 wherein, the entry apparatus comprises a smart card reader.

34. (Original) The wireless gaming device of claim 28 wherein the wireless transmission is by radio frequency signals.

35. (Original) The wireless gaming device of claim 28 wherein the wireless transmission is by infrared signals.

36. (New) The system of claim 1, further comprising:

a security tag affixed to or included as part of the wireless terminal; and

a sensing apparatus which activates an alarm when the security tag is passed through the sensing apparatus.

37. (New) The system of claim 28, further comprising:

a security tag affixed to or included as part of the wireless gaming device, the security tag configured to trigger a sensing apparatus to activate an alarm when the security tag is passed through the sensing apparatus.

38. (New) The system of claim 1, further comprising:

a database read- and write-accessible by the processor, the database storing at least one of the player's account balance, the player's wager, and the player's winnings.

39. (New) The system of claim 1, further comprising:

a decryption key to decrypt the identification code and the wagering information after the identification code and wagering information is received by the receiver.

40. (New) The system of claim 1, wherein

the identification code is uniquely associated with the wireless gaming device.

41. (New) The system of claim 1, wherein

the identification code is uniquely associated with a player.

42. (New) the system of claim 28, wherein

the identification code is uniquely associated with the wireless gaming device.

43. (New) the system of claim 28, wherein

the identification code is uniquely associated with a player.

44. (New) A method, comprising:

receiving a monetary tender from a player;

establishing an account having an account balance that includes the monetary tender;

associating a wireless device having a stored identification code with the account;

providing the player the wireless device;

receiving the identification code and wagering information which has been entered into the wireless device by the player and wirelessly transmitted by the wireless device;

registering the players wager in the database based on the received wagering information and the identification code;

debiting the account balance for the value of the player's wager;

determining if the player's wager wins a prize in a wagering game, and if the player wins a prize crediting the account balance;

receiving the wireless device from the player; and

tendering money to the player based on the account balance.